

# AZRAEL'S TEAR™

## QUICKSTART INFORMATION AND CONTROL REFERENCE

### SYSTEM REQUIREMENTS

- \* IBM PC & 100% Compatible
- \* 486 DX2 66MHz Processor (Pentium recommended)
- \* 8MB RAM (16MB Optimized)
- \* 10MB free uncompressed hard disk space
- \* 1MB VESA compliant SVGA video card
- \* MS DOS version 5.0 or above
- \* Microsoft & 100% compatible mouse & driver version 7.26 or higher
- \* Double speed CD-Rom drive (Quad speed recommended)
- \* Soundblaster & 100% compatible sound card

## INSTALLING & SETTING UP AZRAEL'S TEAR

### MS-DOS MACHINES

1. At the DOS prompt insert the Azrael's Tear disk into the CD-Rom drive.
2. Log onto your CD-Rom drive, for example, type D: and press <ENTER>.   
NOTE: If your CD-drive is another letter, such as E., substitute that letter. For example , type E: and press <ENTER>
3. Type install and press <ENTER>.
4. At the installation screen, follow the on-screen prompts. Select installation size, available hard disk drive and appropriate path.
5. After the hard disk installation, the program will autodetect your soundcard, follow on screen prompts to install.

## RUNNING AZRAEL'S TEAR

### MS-DOS MACHINES

1. To run Azrael's Tear please use the following instructions:  
At the DOS prompt C:\ change to the Azrael's Tear directory. Once you are in the directory

type Azrael <enter> to run the game. (For details on changing directory, please consult your DOS user manual).

2. Please note that after installation you will automatically be returned to within the Azrael's Tear directory. Just type Azrael <enter> to run the game.
3. If the checking program fails to find VESA support please restart the program and add a -V switch by typing <AZRAEL -V> and pressing return

## MEMORY PROBLEMS?

If you are running Azrael's Tear in MS-DOS on a machine with 8Mb of RAM you may need to have a 'cut down' start-up sequence to allow the program to access enough memory. To avoid changing your regular start up files on your hard disk we suggest that you make a bootable floppy disk.

How to make a bootable floppy disk:

Take an unformatted floppy disk and place it in your floppy disk drive. At the C:> prompt type 'FORMAT A: /S' (where C:> is your hard disk drive and A: is your floppy disk drive). This will format the floppy disk and make it bootable.

Copy your CONFIG.SYS and AUTOEXEC.BAT files from your hard disk to the newly formatted boot disk in your floppy drive by typing 'COPY C:\AUTOEXEC.BAT A:' and then 'COPY C:\CONFIG.SYS A:'.

Edit your AUTOEXEC.BAT file by typing 'EDIT A:\AUTOEXEC.BAT' \*\*\*Please note that it is important you have the 'A:' part in this command, if it is omitted you will edit the file on your hard disk\*\*\*

Edit the contents of your AUTOEXEC.BAT file so you only have the minimum amount of drivers loading into memory. Below is an example of a common AUTOEXEC.BAT file using a Soundblaster 16 card and Panasonic/Matsushita CD drive. The main lines required are the SET BLASTER and MSCDEX lines (these may be different on your machine). Save the file to the newly formatted floppy disk after you have completed editing it.

Edit your CONFIG.SYS file by typing 'EDIT A:\CONFIG.SYS'.

Edit the contents of your CONFIG.SYS file as in point no (4) above. Below is a cut down version of a CONFIG.SYS file which has the minimum amount of drivers included, your CONFIG.SYS file should look roughly like this. \*\*\*Please ensure you are NOT loading your Expanded memory driver e.g. EMM386, QEMM386 etc. Having this driver loaded on an 8Mb machine will not allow you to access the full 7Mb of memory required to run Azrael's Tear\*\*\*. After you have edited the file, save it to the newly formatted floppy disk.

When you want to play Azrael's Tear place your new boot disk in your drive and switch the machine on, your PC will then boot with the maximum amount of memory available.

When you have finished playing Azrael's Tear simply quit the game as normal, remove the bootable floppy disk and turn off your machine. Your machine will boot up as normal next time you turn it on.

## AUTOEXEC.BAT

```
@ECHO OFF
PROMPT $p$g
PATH C:\DOS
SET TEMP=C:\DOSSET SOUND=C:\SB16
SET BLASTER=A220 I5 D1 H5 P330 T6
C:\SB16\MSCDEX.EXE /D:MSCD001 /V /M:15
C:\MOUSE\MOUSE.EXE
```

## CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
FILES=40
DEVICE=C:\SB16\SB16.SYS /D:MSCD001 /P:220
```

## CONTROL SUMMARY

### KEYBOARD CONTROLS

←	Turn left
↑	Move forwards
→	Turn right
↓	Move backwards
Page Up	Look Up
Page Down	Look Down
Home	Centre view
↑ or ↓	Change conversation responses
P	Pause Game
Q	Quits game (confirmation required)
Esc	Skips animations and speech
<	Step sideways (left)
>	Step sideways (right)
Spacebar	Toggles Combat Mode on/off
Shift	Run (when used with movement)
Caps Lock	Toggles Running/Walking
X	Lock horizontal view
M	Toggles Auto-map on/off
H	Displays control reference and help

Y	Toggles Azimuth indicator on/off (angle of head)
1	High resolution mode
2	Medium resolution mode
3	Low resolution mode
4	Auto (Reactive) mode - Changes resolution when moving
5	Auto HUD mode - Turns HUD text off after a time delay
-	Change visor view size

## MOUSE CONTROLS

Left Button	Scan or action the object clicked on
Right Button	Change your viewpoint as you move the mouse cursor to look up, down, left and right.
F10	Reverses mouse control step
Both Buttons	Moves character forward in the direction faced



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